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Autore	Schönbohm Avo
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Altri autori (Persone)	BellottiFrancesco
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	De RosaFrancesca
	NinausManuel
	WangAlf
	WanickVanissa
	DondioPierpaolo
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computational method to predict effects of gaming A feasibility study on growth mindset -- Is There Cognitive Engagement When They Comment 'Haha' A Dynamic Analysis of Cognitive and Emotional Engagement in Game Video Comments -- The role of feedback type and task performance on concurrent emotions and interest during game based learning -- On the Design of Gamified Learning Analytics for Immersive Virtual Reality Games -- Adding Chance to a Serious Game's Mechanics to Encourage Action in Uncertain Situations -- Evaluating Phillips' Game Rewards Taxonomy implications for the Gamification Design -- Sustainability and Environmental Literacy in Serious Games -- Design and Evaluation of a Serious Game on Household Sustainability -- Graveler Global Awareness Education through Virtual Voyages -- Wicked Problems as a Frame to Teach Environmental Literacy in a Digitally Mediated Seminar Game -- Detecting Experts Using a MiniRocket Gaze Direction Time Series Classification of Real Life Experts Playing The Sustainable Port -- Detecting Deception and Developing Leadership: Games Tackling Real World Challenges -- "Deception Detected!" A Serious Game on Detecting Dark Patterns -- HeartGuard VR Immersive Romance Scam Education -- Virtual battlefields the rise of video games "inspired" by war in Ukraine -- Use of Game Design and Game Elements in Serious Project Management Games -- Asking the Experts A Delphi Method Investigation into Serious Games for Leadership Development -- Development of a Simulation to aid Navigation in First year CS Students -- Futures Literacy: Games for Civic Participation and Futures Thinking -- Making games to make futures Playfully co designing games for civic learning and thinking about futures -- Envisioning Futures Through Play Embodiment Techniques For Futures Thinking In Business Contexts -- Learning Participatory Budgeting via Collaborative World-Building A Case Study of Empaville -- Horizon Makers A Serious Game for Activating Futures Literacy Skills -- Serious Games for Health and Immersive Learning: E Health and Pharmacology -- Games as a non pharmacology therapy for chronic pain a mixed method pilot study in older people -- Serious Games as Emerging E Health Interventions Design of an Exergame for the SMILER Project -- Escape from PharmaZ a Game to Boost Pharmacophore Learning through Immersive Augmented Reality -- Short Papers -- Online Learning Platform and Gamification Features Preferences Gender Based Analysis among Estonian Students -- Motion Design for Emotion Design -- Comparing Interaction Modalities in VR Serious Games A Study on Learning Effects -- Gamification and Artificial Intelligence in the Educational Context Analysis of Scientific Literature -- uFood Concept for a Serious Moral Game on Social Media Marketing -- Historical Tabletop Role Playing Games Integrating Historical and Cultural Content to create your Character -- Modelling and verification of asymmetric role playing scenarios for learning with Petri nets -- Combining 360° Spaces and Social VR -- Puzzle Playground Teaching VR interactions through a puzzle game -- Experiencing Forced Migration A Participatory Approach to Developing a Serious Video Game -- Learning through designing A visual inquiry tool for digital educational escape games -- Evaluation of Escapade An Engaging, Collaborative Multi Role Learning Game on History -- Promoting Cognitive and Psychosocial Rehabilitation With a Co Designed Multiplayer Serious Game -- Playful adult learning LEGO as a playful and pedagogical approach -- AI wareness Fostering teachers' awareness of Artificial Intelligence through a Board Game.

Sommario/riassunto

This volume LNCS constitutes the refereed proceedings of the 13th International Conference on Games and Learning Alliance, GALA 2024,

held in Berlin, Germany during November 20-22, 2024. The 30 full papers and 15 short papers were carefully reviewed and selected from 103 submissions. They focus on Designing for Engagement; , Sustainability and Environmental Literacy in Serious Games; Detecting Deception and Developing Leadership; Futures Literacy; Serious Games for Health and Immersive Learning.